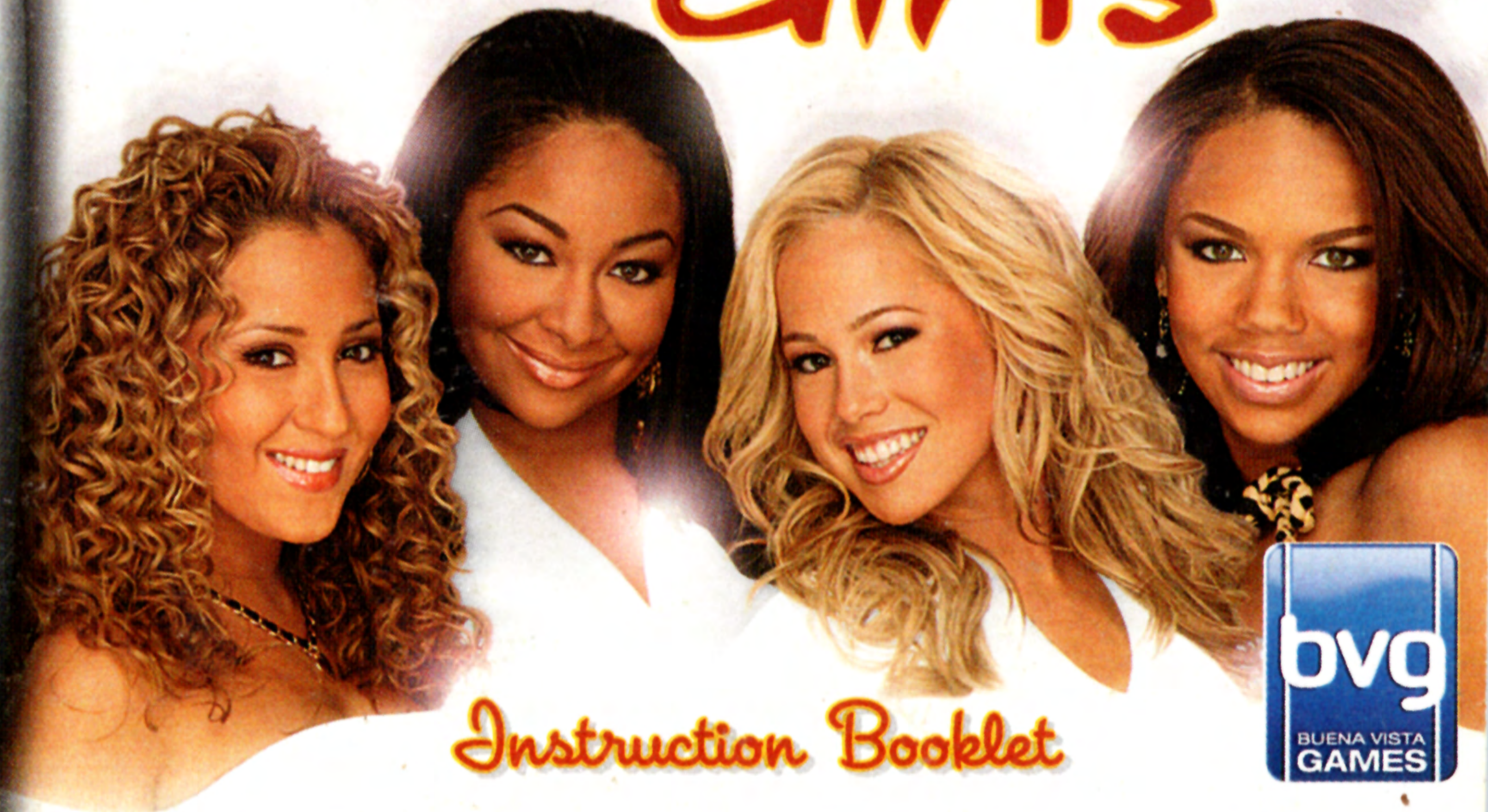


GAMEBOY ADVANCE

AGB-BCQE-USA

the Cheetah Girls



Instruction Booklet



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Rev-D (L)

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The Cheetah Girls Story



Cheetah Girls are created equal, but we are not alike. We come in different sizes, shapes and colors, but we don't judge others by the color of their spots. *The Cheetah Girls Credo.*

The Cheetah Girls movie tells the story of four multi-talented New York City teens with a dream to take the world by storm as a group, with their music. Sixteen year-old Galleria, Chanel, Aqua and Dorinda, aka - The Cheetah Girls - take you on a journey with their playful "slanguage", interesting encounters, hot songs, cool moves and ultimately their friendship, when they set sail to seal a record deal.

Game Overview

In this Cheetah-style, task-based adventure, become a star when you play as Galleria, Chanel, Aqua and Dorinda when you work your way to success, diva-dom and ultimately Barcelona, Spain for a fierce competition. Begin by taking an exciting adventure through Manhattan - the park, uptown, fashion cents, the radio station and the subway - on the lookout for opportunities to get your career on track. Meet key people that will help you, find an agent, learn new dance moves, mix and match outfits and perform gigs - live! First things first... It's time to create some original demo tracks for your press kit. Cheeta-licious!

Cheetah Bios & Fun Facts



*Galleria
Nickname: Bubbles*

- ★ Lives with mom, Dorothea, and dad, Francobollo in NYC.
- ★ Has a small white fluffy *Bichon Frise dog named Toto who dances to Cheetah Girls music.
- ★ Has a crush on Derek who is one - half of Sonic Chaos.



*Chanel
Nickname: Chuchie*

- ★ Lives with mom, Juanita, and brother, Pucci in Manhattan.
- ★ Parents divorced, Mom dating Luke from France.
- ★ Has a crush on Mackerel, the other half of Sonic Chaos.



Aqua
Nickname: Einsteinette

- ★ Originally from Texas.
- ★ Never seen without her hot sauce.
- ★ Doesn't like grime or subways.
- ★ Always wears cowboy boots.
- ★ "Smart one" of the group.



* A Bichon Frisé (French, literally Curly lap dog; often spelled Bichon Frise in English) is a small dog that is the size of a large domestic cat. They are popular pets, similar to poodles. The Bichon Frisé is the best known member of the bichon family of dogs.

- ★ Foster child.
- ★ Lives with the Boscas and their 10 foster children in the superintendent's quarters of their building.



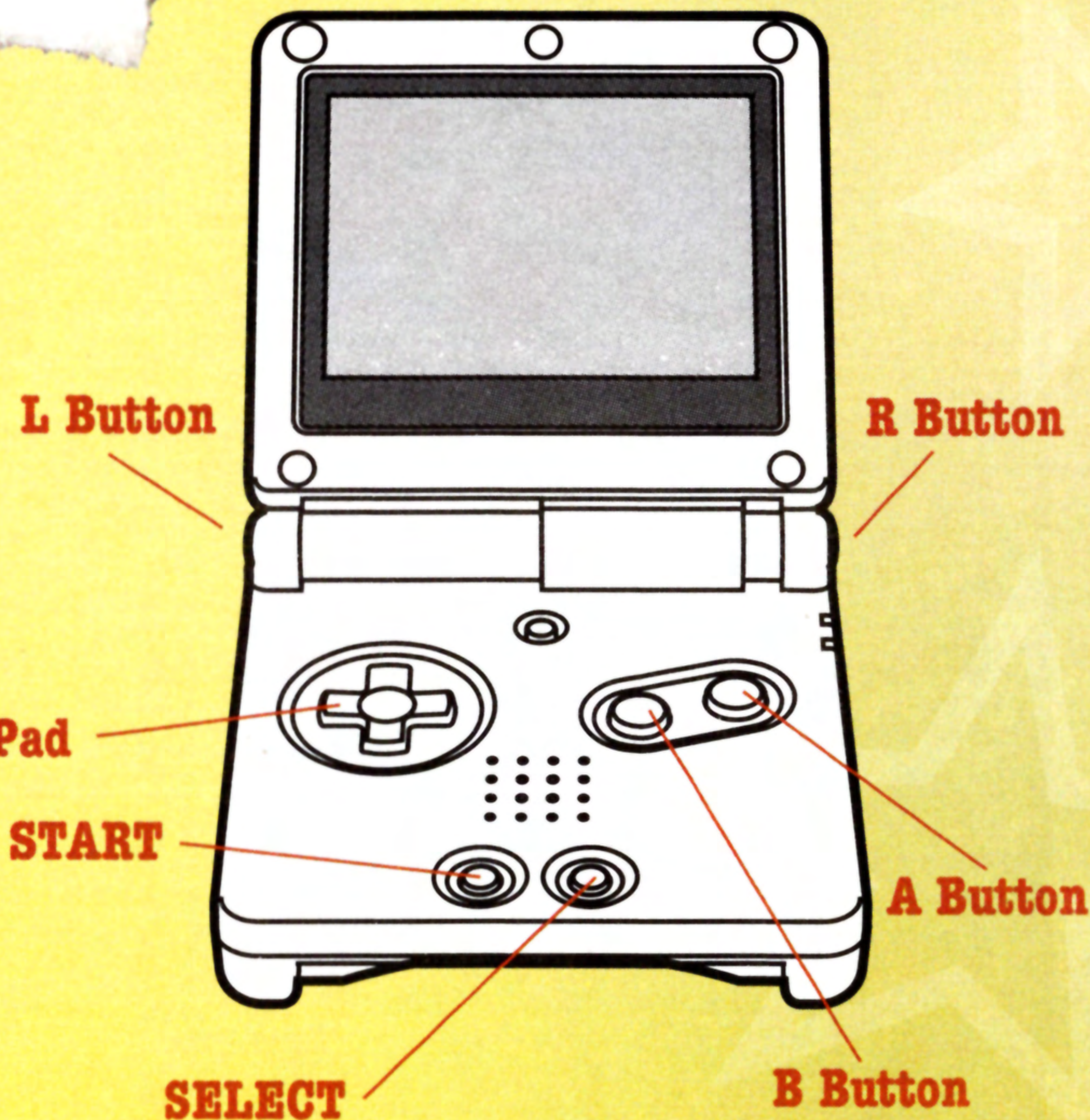
Dorinda
Nickname: "Do Re Mi" or "Do"

- ★ Loves to dance.
- ★ Cleans floors at the Manhattan Boys and Girls Youth Center to pay for dance classes.

Starting The Game

1. Make sure the **POWER** switch is **OFF**.
2. Insert the **Cheetah Girls Game Pak** into the **Game Boy[®] Advance** slot.
3. Turn the **POWER** switch **ON**.

Note: The Cheetah Girls Game Pak is designed for the Game Boy Advance system.



Main Menu

Press the **+Control Pad** ↑ to highlight any option and then press the **A Button** to select it.

New Game

Start a new adventure
(see *Playing the Game* on p. 9.).

Continue Game

Load a saved game and pick up where you left off.

Dance Practice

Enter a number into Galleria's cell to call up a practice gig. See The Cheetah Cell on p. 14 for details on how to enter a number. See Dance Practice on p. 8 for details on practicing a gig. Exit dance practice by pressing the **B Button**.



Note: If you save a game during this mode, then any old game data will be lost and replaced with data from the new game.

Note: You must earn enough Prestige Stars during regular gameplay before certain gigs are available in Dance Practice. See Prestige Stars on p. 16 for details

Dance Practice

You must already be qualified for the gig before you can practice it here. However, there is a basic gig you can practice regardless of your experience (gig # 0000).

Note: Choreography lines are generated on the fly, based on moves that you have already learned. This may result in a different choreography line when replaying a gig during Dance Practice.



Note: Several characters have cell phone numbers that you can make a note of. You might think about calling them during Dance Practice.

To practice any gig:

1. Enter the four-digit gig number into Galleria's cell (see ***The Cheetah Cell*** on p. 14 for details) and then press the **A Button**.

Playing The Game



The Cheetah Girls live, work, and perform their way through three Acts, *Makin' Tracks*, *Ready for Freddy*, and *The Spot Light*, with a final Act to finish the game. Each Act has an ultimate goal, but all of them share similar sub-goals such as completing tasks, performing gigs, auditioning, and learning new moves. The girls know by now they can't leap into stardom; they'll need to get there the old-fashioned way: prowlin' and growlin'.

The Block

The Block consists of the street level and locations. Getting around is made easier via The Map (see *Moving Around with the Map* on p. 12).



Playing The Game

Street Level

The first thing you need to do is take control of a Cheetah Girl.

To activate a Cheetah Girl:

1. Press the **R** or **L Button**. An icon display of each girl appears.
2. Press the **+Control Pad** \longleftrightarrow to scroll through the icons.
3. Press the **A Button** to activate the highlighted girl and move to the location of the chosen Cheetah Girl, or...
4. Press the **B Button** to cancel and return to the street level.
5. Press start anytime to open up the Pause Menu screen.



Note: Walk to the right edge of a street to move to the left edge of the adjoining street (and vice versa).

Locations

Unlock locations by completing certain tasks or by making it to certain levels. Certain locations may allow you inside, but require that you cash in Gold Hearts (see **Gold Hearts** on p. 17) to use their services.

Location Menus

Once inside a location, a menu appears with one or more options. Any option that is grayed out must be unlocked or is simply unavailable to that particular Cheetah Girl. Menu options are unlocked by completing other tasks or by earning enough Gold Hearts and/or Prestige Stars.

Acquiring Agents

The girls must compete in the *Rizing Starz Competition* at the Convention Center in order to acquire an agent and continue on to the next level, the *New Voices Competition*. The right agent can help the girls get nicer stage equipment, learn better dance moves, or earn Gold Hearts. And with an agent, the Cheetah Girls can take on more challenging gigs.



Moving Around The Map

The map helps you find locations, tasks and, of course, the Cheetah Girls. The Map shows color-coordinated buildings on each street.

To bring up the Map:

1. Press **SELECT** at any time while on the street level.
2. Press **SELECT** again to exit the Map. When you exit the Map, the active Cheetah appears on the street level at the point she was positioned while on the Map.

Note: You can switch between Cheetah Girls within the Map by pressing the R or L Buttons.

Note:

The Map is not available from inside a location.

Note: Whenever a new task is assigned within the street level, a star-shaped icon appears at that location on the map. Check the map after the task for clues on where to go next.



Pause Menu

(PRESS START)

Press **START** at any time while on the street level to display the Pause Menu.



The Cheetah Cell

(SELECT BUTTON)



Press **Start** any time while on the street level to open up the Pause Menu screen. Choose “make a call” then press the **A Button** to use the phone. Use your Cheetah Cell to call any number that you have come across during game play.

To enter digits:

1. Press the **+Control Pad** \longleftrightarrow or \updownarrow to highlight a digit on the cell phone pad.
2. Press the **A Button** to enter that digit.
3. After 4 digits are entered, chose the green “dial” button and then press the **A Button** to place the call.

To delete a digit that has already been entered:

1. Press the **+Control Pad** to highlight the back arrow button.
2. Press the **A Button** (press again to erase more than one digit).

Press the **B Button** at anytime before a call is connected to return to the street level and resume play.

At times throughout the game, you'll receive cell phone calls. To answer an incoming cell call: 1. Press the **A Button**.

Dialogue

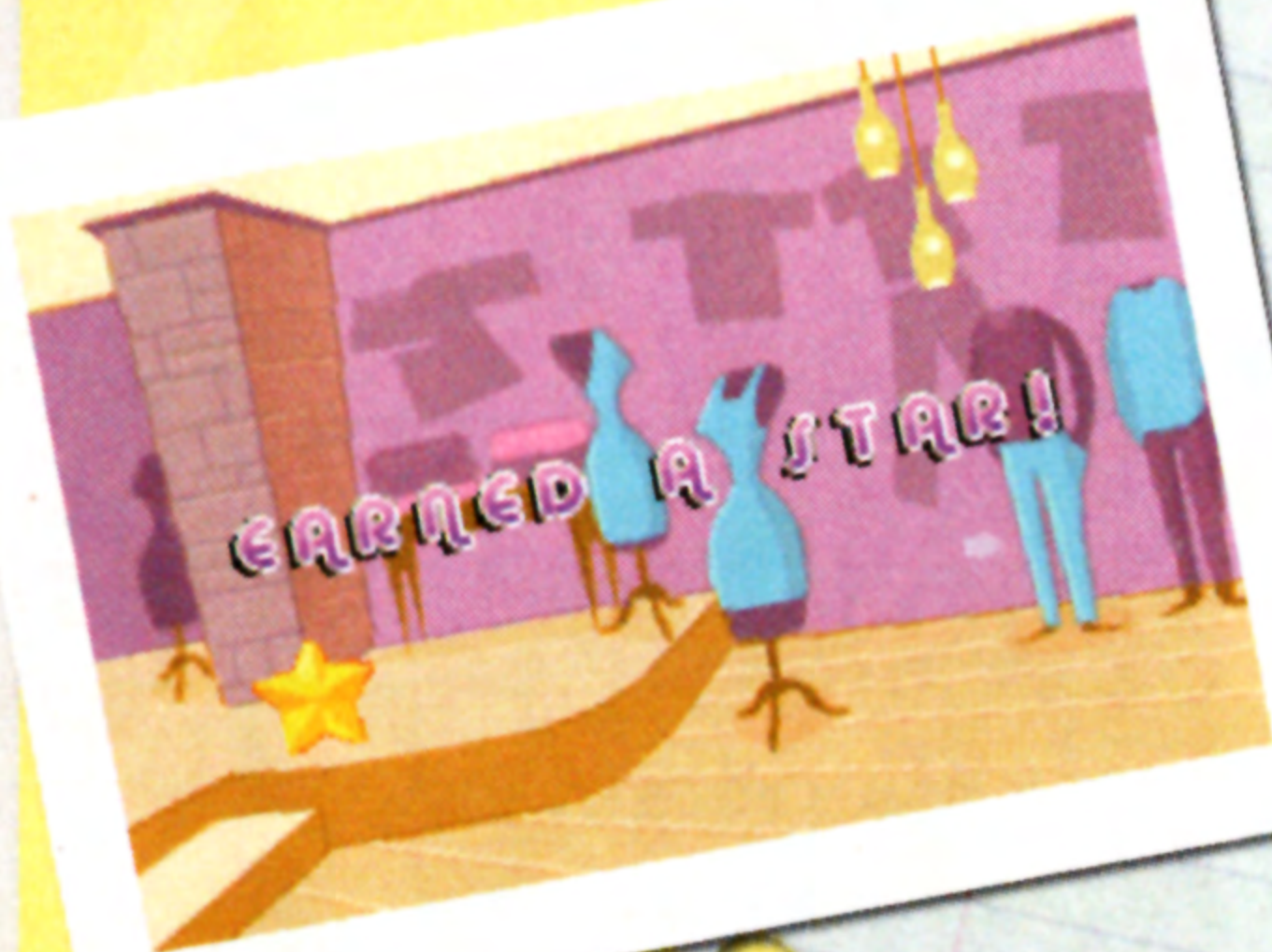


Text messages are displayed at the top of the screen whenever important information must be communicated.

To control the pace of this dialogue:

1. Press the **A Button** to skip an animation.
2. Press **SELECT** to skip to the next paragraph.

Prestige Stars



Prestige Stars are important in the Cheetah Girls game. You need them to qualify for gigs. The more Stars you have, the better and bigger gigs you'll get. Earn Prestige Stars by completing simple tasks, working mini-jobs on the street level, and performing gigs. The better the girls perform during a show, the more Prestige Stars they earn. But be careful...if the girls perform poorly, they can actually lose Prestige Stars.

Prestige Stars are displayed at active locations and when selecting a Cheetah Girl.

Gold Hearts



Gold Hearts are earned by completing Growl Power moves (see **Growl Power** on p. 21) during a performance. They are also earned by completing certain street level tasks and excelling at mini-jobs. Use them to access locked locations, borrow stage equipment for a performance and to expand the girls' wardrobe.

The Gold Heart value of an item is displayed at the time it becomes available to purchase.

To purchase a displayed item:

1. Press the **A Button**.
2. Press the **B Button** to cancel and return to the location.

Playing Gigs

Businesses are constantly looking to hire the hot groups for their clientele, so the girls must always watch for opportunities and be ready to perform.

The Gig Board



The Gig Board shows where the girls can perform. It's near the corner of East (Green) and South (Blue) Streets and should be checked for upcoming gigs. It's up to the girls to do what's necessary to move up the Board and play the bigger gigs.

Gigs are unavailable if you do not have enough Prestige Stars, the right dance moves, or the right conditions met. Also, all gigs must be played in order. Even if you qualify for a gig, it cannot be unlocked until you have completed all others first.

Accepting a Gig

Each gig on the Gig Board Menu has a 4-digit contact number.

This is the number you must dial when you accept the gig.

To accept a Gig:

1. Press the **+Control Pad** ↑ to highlight the gig.
2. Press the **A Button** to open the Cheetah Cell screen.
3. Enter the 4-digit code

(see The Cheetah Cell on p. 14 to learn how to dial).

Gigs are removed from the Gig Board listing after they have been performed.

Performing a Gig

Gig performances have three sections: the **Gig Setup**, the **Performance** (Stage), and **Gig Results**. Before every performance, there are some preparations to make.

Note: This is also the gig number needed to access the gig for *Dance Practice* (see *Dance Practice* on p. 8).

Note: Press the **R Button** at any time on the Gig Board to open the *Cheetah Cell* screen. Press the **L Button** to return to the Gig Board.

Playing Gigs

Gig Setup

Select Lead Cheetah

Press the **+Control Pad** to highlight “lead cheetah” and then press the **A Button** to select your lead cheetah.

Select Performance Track

Press the **+Control Pad** to highlight “song” and then press the **A Button** to select your recorded demo track. This is the music that plays during the performance.

Select Stage Equipment

There are two sets of equipment: special effects controlled by the **R Button** and lighting controlled by the **L Button**. Toggle through the list of equipment to choose your desired effects.





Gig Performance

The basic idea behind a performance is getting the moves right. A scrolling bar at the top of the screen guides you through the proper moves. The bar consists of an “action box” with a spinning star icon to the left of it. While music is playing, a sequence of “moves” scrolls across the screen toward the action box.

Dance moves are represented on the bar as a single button or a sequence of two or three buttons traveling together (not separated by any gaps.) Single buttons are standard dance moves and multiple buttons are Combo dance moves. Execute a move by pressing the appropriate button just as it scrolls into the action box.

Growl Power

Growl Power moves are a fast-paced sequence of buttons that result in a special dance by whichever Cheetah Girl is in the spotlight during a gig performance. If you learned any Growl Power moves at the Dance Center (on South Street), then you can perform a Growl Power move during a gig performance. Clear 10 combo moves in a row to enter Growl Power mode.



Mini Jobs



Each girl must complete a mini-job in order to earn Prestige Stars and Gold Hearts, and unlock other areas on The Block.

Dorinda

Where: Dance Center on South Street

What: Dorinda is asked to help teach summer dance classes by dance diva Lindy Hop. This works similar to a gig performance (see ***Gig Performance*** on p. 21). Complete Growl Power sequences to complete the mini-job.



Galleria

Where: Galleria's House on East Street

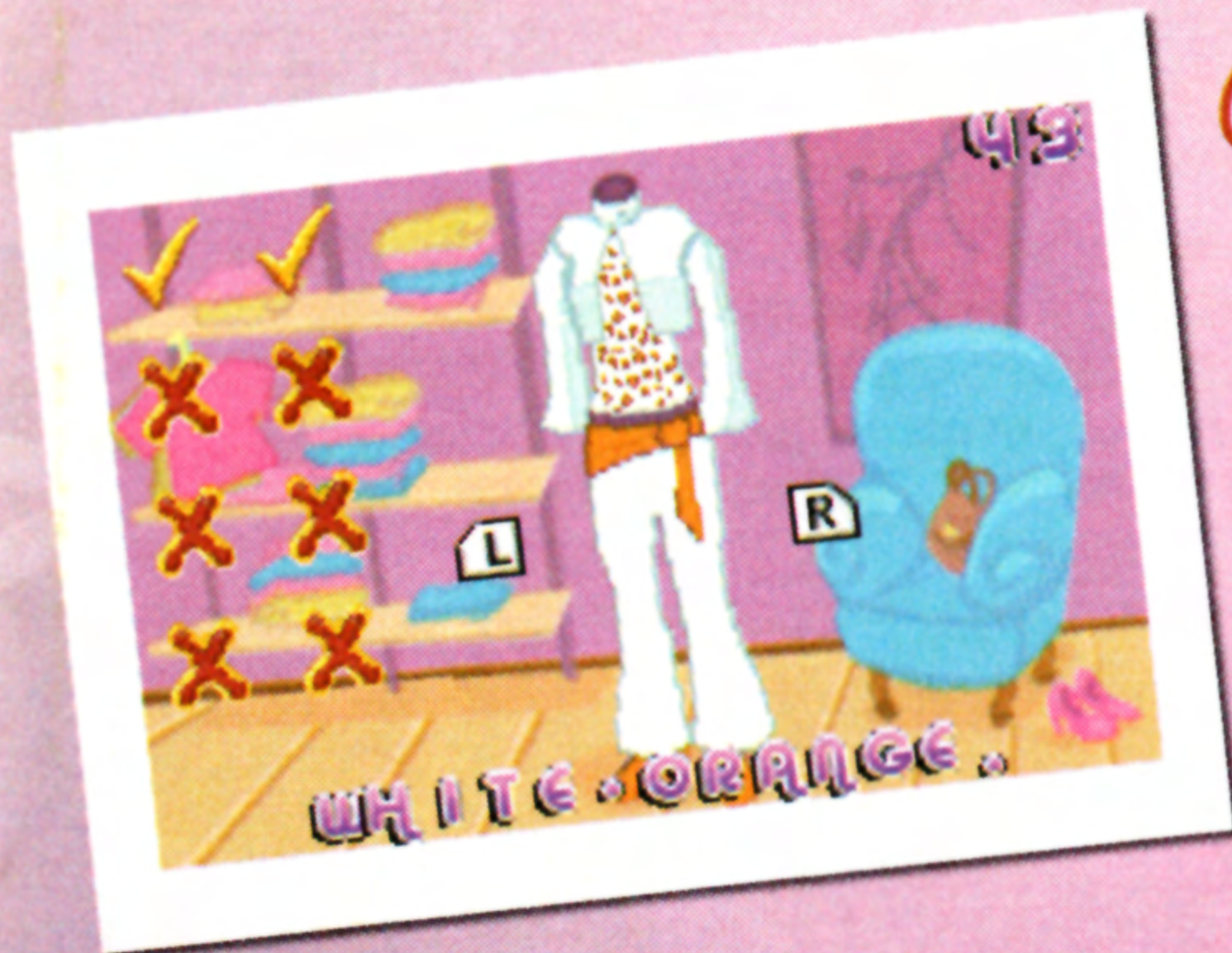
What: Tune up some songs that Galleria has had in the back of her head. She needs the help of her dog, Toto, who barks out some notes that Galleria must repeat in the proper sequence.



Aqua

Where: The Park on West Street

What: Grill with rhythm. This works similar to a gig performance (see ***Gig Performance*** on p. 21) except, instead of dance moves, Aqua must hit the right grill moves in sequence.



Chanel

Where: Uptown's on North Street

What: Coordinate fashions. It's not as glamorous as Chanel is thinking. Instead of working on the summer line, all she has to do is match hats, tops, and bottoms into sets. Like it or not, Chanel must match a certain number of sets within a time limit.

Notes

Notes

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the Cheetah Girls



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